# Celebration of achievements!

from WuppDays #2, Mainz

# Structure - Team tasks, scopes and names

Problems;

- Confusion about which team is appropriate which certain tasks.
- New contributors struggle to find where they fit best.
- Some tasks 'break' current team structure and form.
  - **General lack of definition**

Solution;

- Definition of team tasks then scopes then names in progress
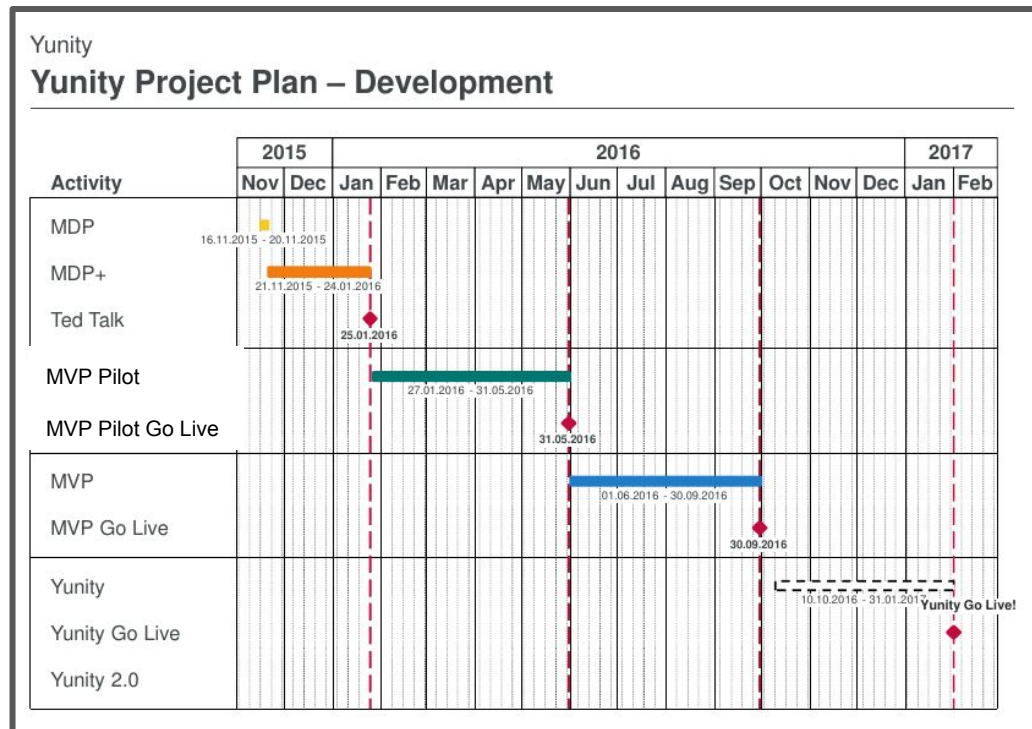
# Structure - Glossary

Problems;

- Confusion about what the agreed meaning of words.
- Dislike of using certain words (e.g. 'leader', 'work', etc)

Solution;

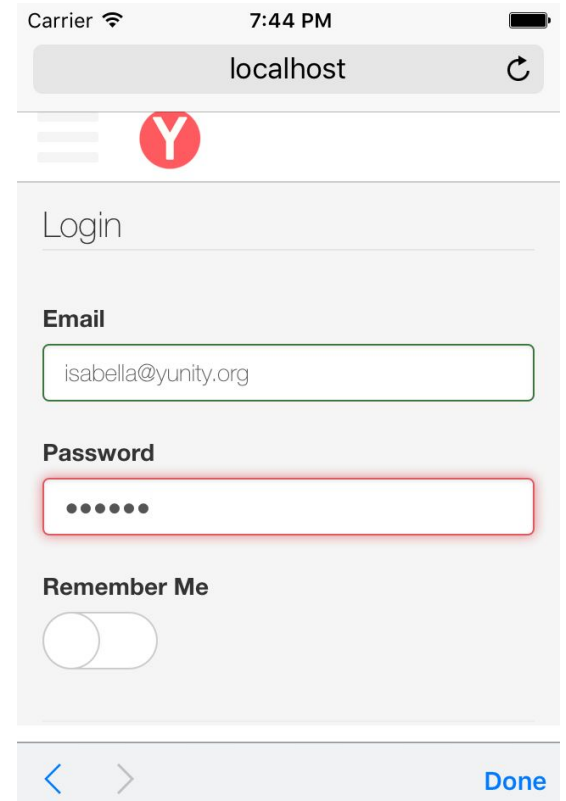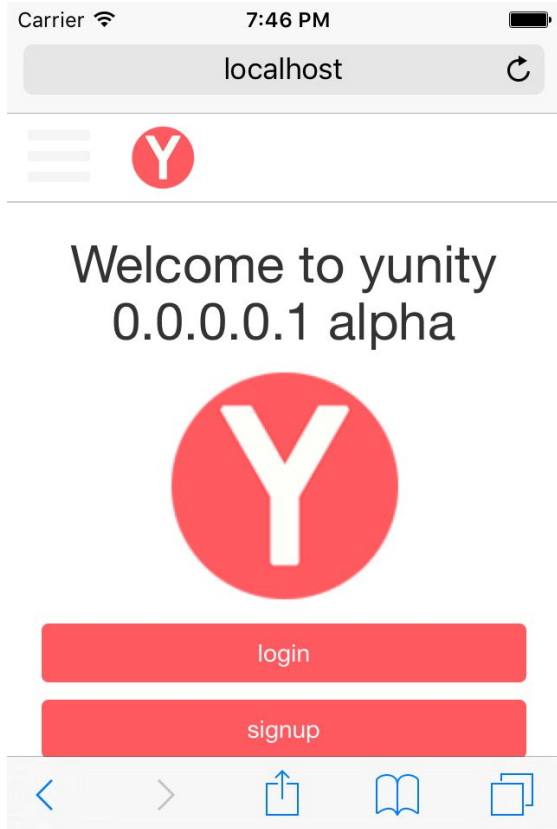- Definition of the 'yunity language' glossary in progress .

# Structure

- Conceptualisation of high level product stages in a [product plan](). Currently just Dev, but method may be useful with other teams (Thanks Kirstin!)
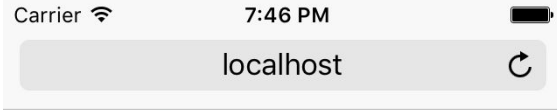


Yunity
**Yunity Project Plan – Development**

| Activity | 2015 | | 2016 | | | | | | | | | | | | 2017 | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | Nov | Dec | Jan | Feb | Mar | Apr | May | Jun | Jul | Aug | Sep | Oct | Nov | Dec | Jan | Feb |

MDP — 16.11.2015 - 20.11.2015

MDP+ — 21.11.2015 - 24.01.2016

Ted Talk — 25.01.2016

MVP Pilot — 27.01.2016 - 31.05.2016

MVP Pilot Go Live — 31.05.2016

MVP — 01.06.2016 - 30.09.2016

MVP Go Live — 30.09.2016

Yunity — 10.10.2016 - 31.01.2017 Yunity Go Live!

Yunity Go Live

Yunity 2.0

# Structure - other

- Progress being made towards next WuppDays (thanks Bodhi!)

# Development

# Development
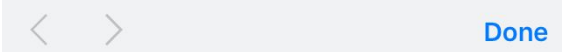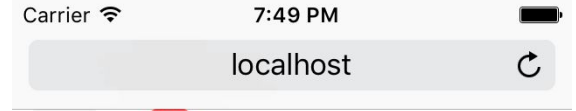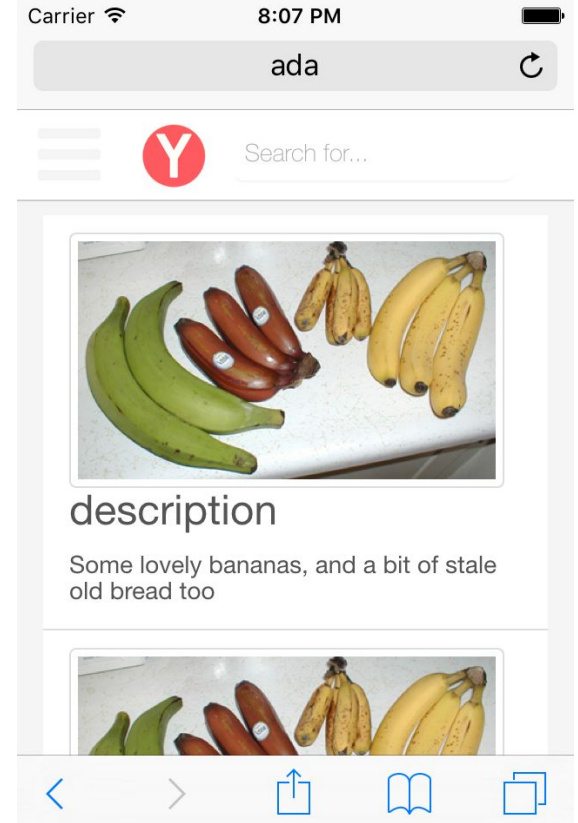
# Development

# Development

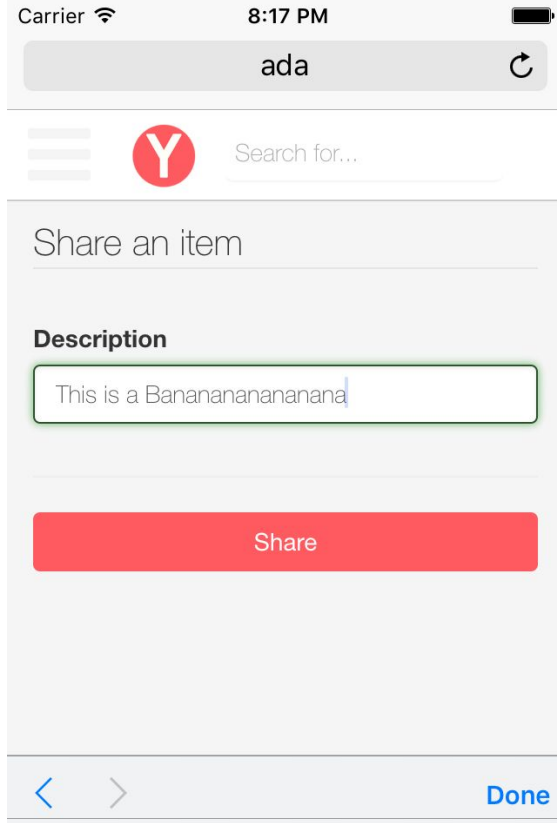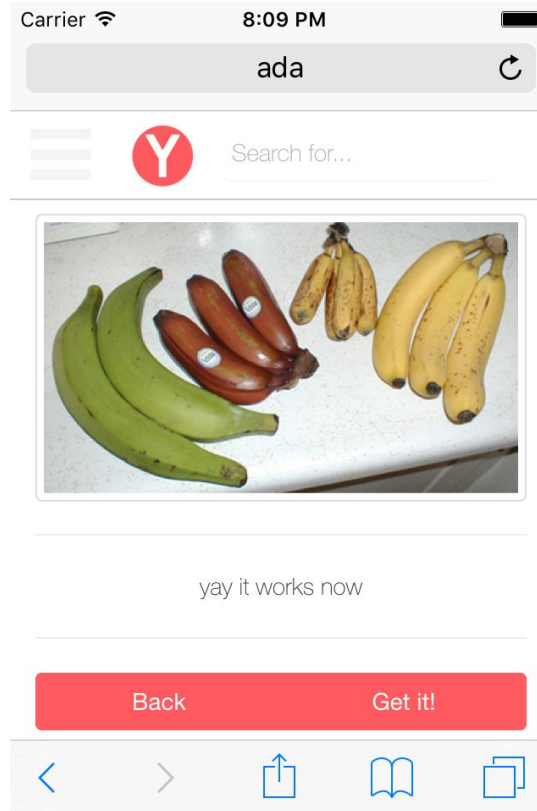Everything is working :)

# Design



LOG OUT          LOG IN

USER

Explore multi-sharing opportunitis
- Items/goods
- Spaces
- Skills
- Food

Find opportunities to take

CHECK AVAILABILITY

community

everybody

connections

NO

YES

Set-up a request
- to your connection
- to a community
- to everybody

Publish request

Write message

ON-LINE: chat
OFF-LINE: leave a message

Send message

REAL LIFE SHARING (Yunity goal)

YES

NO

Find opportunities to give

Set-up an offer
- to your connections
- to a community
- to everybody

Publish offer

Join

Community

Groups

Teams

Add

Connection (People)

Explore social interconnection

Set-up

Community Store Sharing point

Create (Community Store Sharing point)

Create Groups Teams

# Design

yunity user & actions

individual

community

| yunity user (loged in) | | | | | | | | | |

| profile | event | page | community | event | page | share point | store | team | sharing network |

profile
- set up profile
- sharing
- crowdsourcing

event
- set up event
- organise event

page
- set up page
- manage page

community
- join community
- join a group

event
- set up event
- organise event
- share event

page
- set up page
- manage page

share point
- set up a share point
- manage share point

store
- set up a store
- manage store

team
- become responsible member of a comunity

sharing network
- merge to yunity
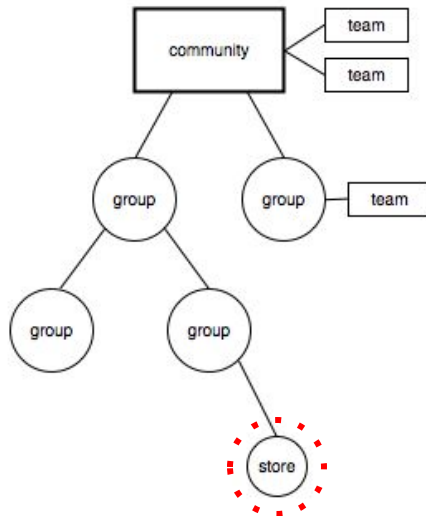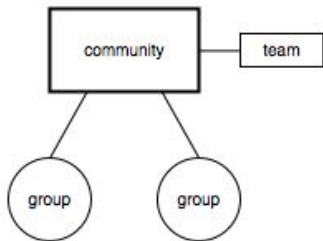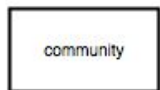
# Design

yunity communitiy, group, team
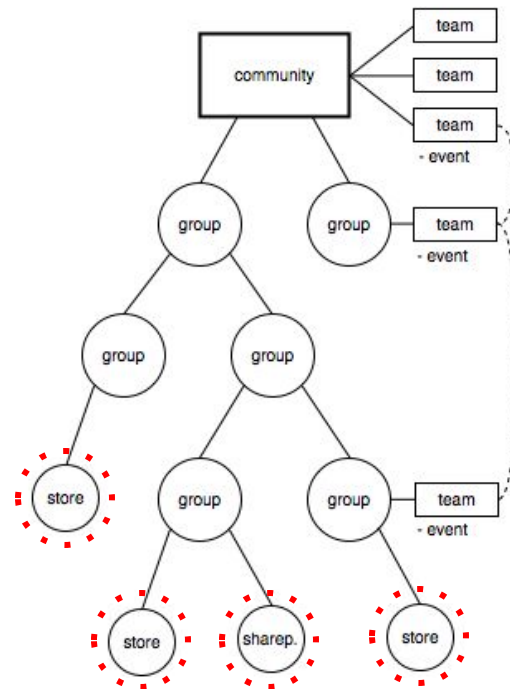
# Legal - proposed 'Use of Money' policy

- A lot of philosophy behind the use of money (which would be discussed as a separate page, or in an FAQ).

- We have already used money on behalf of the project and may consider using money again going forward.

- Source of some confusion, as we have no policy on this subject.

- Researched existing foodsharing.de policy and those of other organisations.

- Created a first draft that we believe can answer any question regarding money with 'yes or no':

# Legal - proposed 'Use of Money' policy

***As little as possible, as much as we need.*** *We consider funding from individuals and organisations in line with our Vision and Mission. We are fully transparent about all funding we use.*

# Legal - proposal to set up non profit association in Malta

**Malta: good image & credibility, removes liability, data protection, in EU (complex legal benefits)**

❏ Malta is a very important hub for Internet companies (and the biggest in Europe)
❏ Malta has a tremendous expertise in managing Internet based activities and is well known for defending its companies
❏ association can benefit from the EU e-commerce legislation (<u>limitation of liability</u> of platforms and intermediaries ) on a country of origin basis (so Maltese law applies to companies/associations established in Malta)
❏ Malta as a member of the EU benefits from all other EU legislation and policy developments (like Digital Economy and the upcoming circular economy strategy) It has also an impact on the relations with other countries around the world (compared to offshore jurisdictions who are on the OECD blacklist and therefor here in Europe their legal status is not recognised so the owners/directors remain totally liable)
❏ Malta benefits from its EU status to be considered as <u>transparent and serious</u> (the offshore states are mainly used by the Organised Crime and big multinationals (corporations, entities) with bad reputation and are very expensive)
❏ In Malta we can define <u>T&C</u> who are coming under the normal EU legislation and will protect yunity as association

# Communication [IT] - selection of wiki software

Problems;

- People can't find what they need in Google Drives easily
- People need to be linked to the drive (can't google it)
- Confusion as to which content is mature and which is draft
  - **No central repository for finalised info**

Solution;

- Set up a wiki!
- Confluence chosen as software solution for [project wiki](#) as it is easy-to-use and fully featured - being set up as we sit/digest

# Communication [IT] - other

- Project email addresses set up for teams (e.g. [design@yunity.org](mailto:design@yunity.org))

# Communication [IT] - Mediawiki

- Easy Translation access
- Improvement of wiki usage
- Wiki set up under wiki.yunity.org and (wiki@yunity.org)
- Plugin's installed
  - Visual Editor (nice and beautiful interface to create wiki pages)
  - Translator (Wiki Tool for translation)
- Namespaces for minimal page safety
  - allows "secure pages" for foodsharing handbook
  - allows more open editing for workgroups / cities / etc pages
- Trello Board "Translate"
  - Open issues
- Progress Tracking
  - Some pages need to be reviewed
  - http://wiki.yunity.org/index.php/Foodsharing_Transfer_Open_Issues

# Public Relations

**The content and strategy of the information that yunity publishes to the world**

- Press (release to newspaper, interviews, TV)
- Social media content
  - Facebook
  - Twitter
  - LinkedIn
- Social media planning
- Website content
- Blog posts
- Newsletter content
- Events: Speeches/Lectures/WuppDays
- Crisis management
- Testimonials

Maiz, Germany

WuppDays 2015